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# THE OFFICIAL STAR TREK<sup>®</sup> FACT FILES 243



**Marayna seeks company**  
*Lonely heart stranded in solitude*

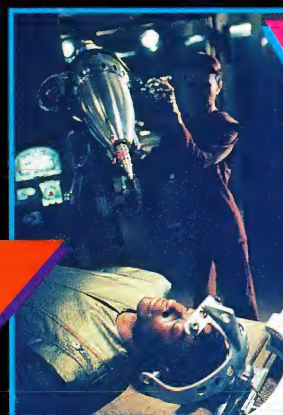
**Special Facility Footwear**  
*Levitation boots explored*

**The Nausicaans**  
*Always prepared to fight*



**The Fortress of Doom!**  
*Wicked lair of Dr. Chaotica*

**The Quarren**  
*Enforcing slave labor*



ISSN 1364-3983  
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**ROMULAN Warbirds**  
*Fleet Listing of the Star Empire's Ships*





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STAR TREK

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STAR SYSTEMS

# The Guide to the STAR TREK Galaxy

FILE 4 CARD 34

## VANDROS IV



STAR SYSTEMS

The fourth planet in the Vandros System, this uninhabited world deep inside the Gamma Quadrant of the Galaxy was once an outpost of the ancient Iconian species.

**A** **Class-M** planet on the outer edges of **Dominion**-controlled space, **Vandros IV** seems at first glance to be a fairly unremarkable world, and yet a closer scan by starship sensors reveals a far more intriguing secret hidden beneath the green forest canopy that covers much of its surface. The planet is fourth in the **Vandros System**, orbited by an unknown number of moons, circling a single probable **G-Type** yellow-white star. Vandros IV is a balmy,

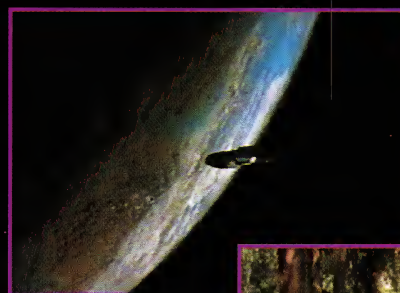
Earth-like world, and has no apparent indigenous sentient life, although the local flora is quite abundant. In the temperate region of the planet, local plants include species of tall, thin trees with wide, high canopies of leaves, lush grasses and shrubs, all thriving in the sandy soil.

### Lost history

Much of the history of Vandros IV is unknown to **Federation** records, but information recovered from Dominion agents and from sensor scans by the **U.S.S. Defiant NX-74205** has provided

some basic conclusions. Dominion scientists survey Vandros IV during 2372, discovering an ancient derelict city on this outlying world, according to the **Vorta Weyoun**. Within this city is an intact stone ziggurat (a stepped pyramid-like construction) with an internal structure composed of **neutronium**, and within this tower is an active interdimensional gateway device.

The buildings of the **Iconian** city itself appear to have been constructed from local materials: a dense, pale yellow rock



**Vandros IV** is covered with oceans and continents that are capable of supporting humanoid life forms.

**The temperate regions of Vandros IV** have densely forested areas of coniferous trees and shaded ground covering.



**Renegade Jem'Hadar soldiers** serve as sentinels outside the **Iconian ziggurat**. They need little equipment to adapt to the **Class-M** planet, while they protect it against intruders.



### STAR GATES

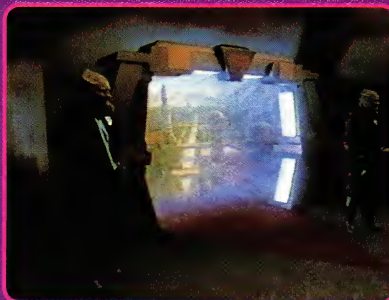
#### Window to other worlds

The **Iconians** existed some 200000 years ago as rulers of a vast interstellar empire. The **Iconians**, known and feared as "the demons of air and darkness," possessed technology that enabled them to travel vast distances instantly, through a system of dimensional transport gateways. Archaeological evidence leads the crew of the **U.S.S. Yamato NCC-71807** to discover the **Iconian** homeworld in 2365, and further investigation by the crew of the **U.S.S. Enterprise NCC-1701-D** sheds even more light on this long-dead species. Apparently eradicated by their enemies via an orbital bombardment of their homeworld, the **Iconian** influence still persisted on dozens of other worlds in the **Alpha Quadrant**. The **Vandros IV** gateway is a clear example of their influence, and a sobering reminder of the **Iconian's** advanced technology, a device capable of bridging a 70000 light-year distance immediately.

**Innumerable worlds** can be accessed surreptitiously through the **Iconian** gateway, and are unwittingly vulnerable.



**Planets thousands of light years away** can be viewed as if one is actually present in the environment.



Designation	Vandros IV
Class	M
Quadrant	Gamma
Inhabitants	None

Surface Features	Temperate terrestrial. From orbit, Vandros IV exhibits several large land masses, and a number of small oceans interconnected with gigantic rivers and straits. In the equatorial regions, Vandros IV's surface appears to vary from sandy deserts to savannah. In the cooler regions and more temperate zones, woodland plantlife grows in abundance.
Starship log	STAR TREK: DEEP SPACE NINE 'To The Death'



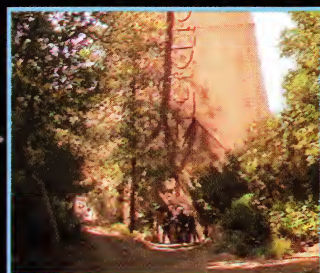


## GALAXY FACTS

▶ The Iconian language bears a strong similarity to Dewan, Icobar, and Dinasian; it may be the root tongue of all three.

▶ Neutronium also comprised the exterior hull of the deadly Doomsday Machine planet killer, encountered by the *U.S.S. Enterprise NCC-1701* in 2267.

▶ Captain Benjamin Sisko looks on in shock as the Jem'Hadar ruthlessly murder their Vorta, Weyoun.



▶ The ancient hieroglyphs on the Iconian monuments of Vandros IV show little signs of erosion from the surrounding elements.



and darker reddish stone. The Iconian glyphs cut into the walls and floor are relatively untouched even after 200 millennia. The central ziggurat has at least seven distinct levels within, and the tower joins into a network of hourglass-shaped corridors and interlocking chambers. A gateway device dominates one of the central rooms of the ziggurat, still operating from an unknown power source after millennia. It offers entry to a variety of galactic destinations approximately every half second.

### Gateway to ruin

The Dominion's rulers, the **Founders**, dispatch a contingent of 162 **Jem'Hadar** troops – a standard regiment – to guard the facility while Vorta scientists attempt to decode the gateway's controls. Before the Dominion can take control of this powerful potential weapon, however, the Jem'Hadar troops rebel and slaughter the Vorta, taking the gate for themselves. In response, while the rebel troops

launch a raid through the wormhole to space station **Deep Space Nine**, the Founders dispatch a **Jem'Hadar Attack Ship** to seek out and terminate the renegades; after later encountering the *Defiant* as it follows the raider's trail, the Vorta commander Weyoun joins forces with **Captain Benjamin Sisko's** crew in order to destroy the **Iconian gateway**.

It is unknown how close the renegade Jem'Hadar are to taking control of the

gateway, but observation of the destinations displayed makes it clear that the **Alpha Quadrant** is their target – among the worlds glimpsed through the gateway are **Bajor**, **Earth**, **Betazed**, and **Qo'noS**. The Federation-Dominion strike team assault the ziggurat and destroy the gateway, on **Stardate 49904.2**, but the Jem'Hadar troops elect to remain on Vandros IV to hunt down and kill the remainder of their turncoat comrades. The fate of these troopers

## The Guide to the STAR TREK Galaxy

FILE 4 CARD 34

### VANDROS IV



STAR SYSTEMS



STAR SYSTEMS

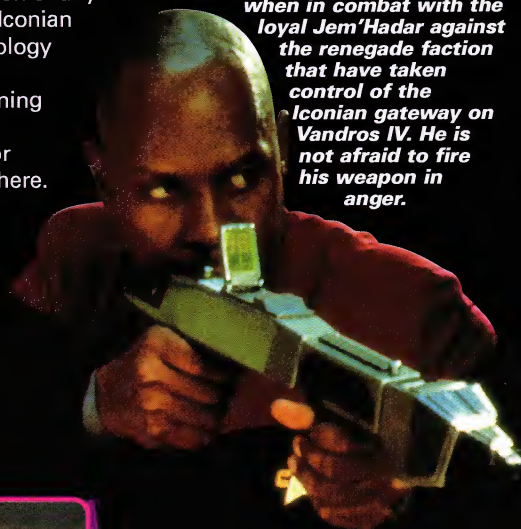
▶ Lt. Commander Worf employs all of his tactical expertise and Klingon ferocity when he is transported to Vandros IV to fight against the Jem'Hadar terrorists in control of the gateway.



▶ The Dominion's Jem'Hadar soldiers choose to stay on the planet to hunt down the rebellious truants. Disobedience in the ranks is unacceptable.

following the end of the war with the Dominion is unknown, as is the question of any other Iconian technology still remaining intact here or elsewhere.

▶ Captain Benjamin Sisko is a seasoned soldier. His battle skills allow him to hold his own when in combat with the loyal Jem'Hadar against the renegade faction that have taken control of the Iconian gateway on Vandros IV. He is not afraid to fire his weapon in anger.



## GOOD VERSUS EVIL

### Insurgent

The Jem'Hadar serve as the foot soldiers for the Dominion, and when this army of genetically-enhanced warriors is split by purpose and fight each other, their most cruel traits are seen.



▶ The Jem'Hadar loyal to the Dominion attack the defectors.

▶ The outlaw Jem'Hadar fiercely guard the entrance to the Iconian ziggurat against intruders.

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OTHER GROUPS  
AND RACES

# The Guide to the STAR TREK Galaxy

FILE 18

CARD 176

## THE QUARRREN



OTHER GROUPS  
AND RACES

Critically short of workers to maintain their civilization, unscrupulous factions among the Quarren use their skills in the field of engramatic resequencing to enslave other species, lightening their society's burden.

**T**he **Delta Quadrant** species known as the **Quarren** are extremely advanced technologically, and for most of their recorded history, have enjoyed a relatively peaceful development on their pleasant and temperate homeworld. Their heavy industry, however, including their power generation units, are located in the heart of their residential areas, seamlessly integrating the homes and work places.

The world of **Quarra** has a large labor pool from other planets, which appears to be enthusiastically accepted by the populace; representatives of many species work and reside on the planet without friction, and the impression of a casual observer would be of a diligent, industrious planet with a diverse population, operating in perfect harmony. This harmony, however, is generated by a conspiracy of few who abduct other races, enslave them, and brainwash them into passive contentment.

### Just like us

The Quarren are bipedal humanoids with a V-shaped ridge on their upper foreheads, and a smaller ridge on their chins. They have a tendency to dress in uniforms signifying their roles in society – members of the medical profession, for example, affect long brown coats, while

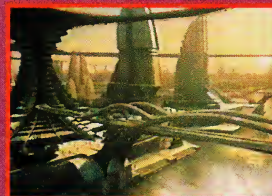
members of the **Department of Criminal Investigations** sport grey-blue coveralls. Male and female Quarren play equal roles, and have equal responsibilities. The Quarren have a love of meticulous order, and while they can be benign hosts to those who accept their rules and sense of responsibility, deviancy from the status quo is relentlessly suppressed.

The Quarren's scientific achievements have been comparable to those of Earth; they possess warp drive, utilize formidable tractor beams and focused energy weapons, and have shield technology. They are, however, deficient in the field of automation; while their devices are incredibly complex and sophisticated,

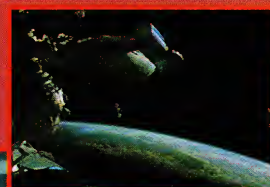
they require an unusually high degree of supervision. Whereas in most **Class-M** humanoid industrial societies, a power distribution plant would be predominantly automated, the Quarren's equivalent facility is composed of scores of consoles, each regulating one aspect of the process, each operated by a monitor.

### A question of standards

This labor intensive management style has caused the Quarren's principal underlying



▶ **Potential high-skilled laborers are lured to Quarra by way of a devious plan that begins with radiation releasing mines in orbit.**



▲ **The hierarchy of Quarra are understandably shocked to discover that their culture exploits other races.**

◀ **The Quarren are a technologically advanced society, with heavy industry, a dominating factor in their civilization.**

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135 TAU'S PIRATES  
166 THE LOKIRRI

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STAR TREK: Voyager .....File 71

### UNDER ATTACK

#### Oasis of relaxation

Not all of Quarra's workers are employed in technological industry. **Umali**, an exotically beautiful female, is the proprietress of a tavern adjacent to the power distribution plant in the capital city. There, after a hard but rewarding day's toil, the workers, both voluntary and conscripted, can unwind and relax over a drink, mingle in the convivial atmosphere, and enjoy a multitude of exotic cuisines.

▶ **The beguiling Umali is more than just a pretty face. She has a savvy mind for business, and her bar prospers.**



▲ **Umali's place offers an environment where races and classes interact socially, and can enjoy a drink together.**



**Designation:** Quarra

**Class:** M

**Quadrant:** Delta

**Inhabitants:** Humanoid

**Inhabitants:** Bear a very close resemblance to Terrans, aside from a v-shaped ridge on their upper foreheads, just above the bridge of the nose, and a smaller, similarly-shaped ridge on their chins.

**Government:** Democratic; full rights of citizenship are extended not only to natives of Quarra, but to guest workers as well.

**Technology:** Highly developed. Excel in the field of memory engram manipulation.

**Starship Log:** STAR TREK: VOYAGER 'Workforce'





▲ *Quarra's cities are home to vast factories that produce dense clouds of pollution.*



▲ *The industrial sites feature a distinctive architecture that makes them a notable sight on the city skylines.*

difficulty: a lack of workers. They offer generous remuneration to immigrant workers, and an attractive benefits package, including spacious living quarters, on-site recreation facilities, and state of the art medical care, but nevertheless, they have been unable historically to attract enough workers to maintain their industries, and consequently their society, to its accustomed standard.

## Stolen work force

To combat this problem, a small band of powerful individuals in the upper echelon of Quarren society embark on a radical plan. To supplement indigenous and voluntary immigrant workers, a scheme is devised whereby certain vessels, those judged most likely to possess the scientific and technological specialists needed, can be irradiated with **tetryon radiation** via a series of



OTHER GROUPS  
AND RACES

# The Guide to the STAR TREK Galaxy

FILE 18

CARD 176

## THE QUARREN



OTHER GROUPS  
AND RACES

▼ *Quarren specialists gather in the neuro-pathology lab to discuss new recruits' progress.*



▲ *Dr. Ravoc consults with Annika Hansen over some unusual coincidences.*

▼ *Dr. Kadan is confronted by Dr. Ravoc over his alleged mind manipulation techniques over the prostrate body of Seven of Nine.*



◀ *The Doctor, Ensign Harry Kim, and Neelix manage to break the code of silence and slavery on Quarra with some inside assistance.*

mines seeded in Quarren space. Contaminated by the debilitating – but not immediately life-threatening – tetryon radiation, the humanoid crews evacuate the vessels, and seek help at the nearest inhabited world, which is of course Quarra. The abandoned ships are then seized for salvage by members of Quarra's defense forces.

The refugee crews are directed to the care of **Dr. Kadan**, a gifted psychologist in the field of **neuropathology**, and an expert in engramatic resequencing, the rewriting of memory patterns. Dr. Kadan and his staff cure the victims, but also enhance, suppress, or alter their memory engrams so that the persons affected believe that they came to Quarra voluntarily, and are happy and contented members of the workforce. Except in extreme cases, the essential identity of

the individual is left intact, in order to allow the fullest possible use of their intrinsic skills. Their name, planet of origin, and basic character traits are generally unaltered, but any tendencies or impulses which might encourage them to question their presence on Quarra are suppressed. This initial treatment is supplemented by frequent inoculations – ostensibly to combat **Dysphoria Syndrome** which is indicative of radiation poisoning – which in reality reinforce the false memories implanted by Dr. Kadan.

Dr. Kadan's hospital is therefore a clearing house

for a small, but steady influx of skilled workers, each of whom takes a valuable role in Quarren society, and is programmed to be contented and productive in this new environment. It is not documented for how many years this practice has been going on, but by **Stardate 54584.3**, several thousand individuals have been conscripted into the Quarren workforce.

## New recruits

One sudden influx of new workers, however, causes the downfall of Dr. Kadan and his conspirators. The crew of the **U.S.S. Voyager NCC-74656**, falling victim to the tetryon mine trap, is conscripted into Quarren society, providing more than 130 highly-skilled laborers. What is not known to the Quarren is that three of *Voyager's* crew, **Commander Chakotay**, **Ensign Harry Kim**, and **Neelix**, had departed *Voyager* some time previously on a diplomatic mission. On their return, they find the ship drifting far from the appointed rendezvous, abandoned apart from the **Doctor**. The Doctor, having been left in charge when all the organic crew abandoned ship, manages to evade the waiting

## GALAXY FACTS

▶ A major river bisects the Quarren capital; it is a favorite location for trysting couples, who take long, romantic walks by the riverbank.

▶ The elevated walkways which cross the Quarren cities are protected by safety fields which prevent accidental falls; however, the safety field controls are easily accessed and disabled, indicating that suicidal ideation is one of the urges programmed out of their workforce by Dr. Kadan and his staff.

salvagers, but not before *Voyager* sustains heavy damage. The four remaining crew repair the damaged vessel, and conduct their own investigation.

Planting themselves undercover as voluntary immigrant workers, Chakotay and Neelix manage to contact several of their fellow crew members, and help them recover their memories. Eventually, the *Voyager* personnel, with the assistance of sympathetic Quarren, such as **Dr. Ravoc** and **Officer Yerid** of Criminal Investigations, expose the conspiracy – of which the majority of the population are entirely ignorant – and obtain an undertaking from the Quarren government that, after their memories are restored, all of the conscriptees will be repatriated.

Suddenly devoid of their conscripted labor – though voluntary immigrant workers happily accept greater responsibility and promotion generated by the vacancies – the Quarren must now reassess the fabric of their society, and discern how much of their orderly, structured world is built upon a foundation of abduction and deceit.

## LICENSE TO ILL

### Ministering angels?

The hospital facility, under the administration of Dr. Kadan, appears to be a safe haven where casualties of tetryon radiation poisoning, such as the **U.S.S. Voyager NCC-74656's** crew, can be treated. In reality, the radiation is generated by the Quarren to force vessels to evacuate and seek treatment, whereupon the crews are subjected to engramatic resequencing, and converted into happy, productive citizens of the planet.



▶ *Dr. Kadan justifies his immoral actions as being for the benefit of Quarren society.*

▶ *The Quarren hospital facility possesses special laboratories for the resequencing of neural pathways of new laborers.*







OTHER GROUPS  
AND RACES

# The Guide to the STAR TREK Galaxy

FILE 18

CARD 177

## THE NAUSICAANS



OTHER GROUPS  
AND RACES

A race of muscular humanoid with a dangerous aspect, the Nausicaan species have gained a reputation in the Alpha Quadrant as troublemakers and thugs.

► *The Nausicaans have a reputation as a surly, bad tempered, and violence-embracing race of aggressive brawlers.*



► *The immense physical stature of the herculean Nausicaans is made increasingly intimidating by their dark, deep set eyes, shaggy manes, and horn-protected, ghoulish mouths.*

**M**uch of the historical and cultural background of the race known as the **Nausicaans** is a mystery to outside observers, but their surly nature and knack for easy violence have made them a species not to be crossed by all but the most fearless beings. Non-native visitors to their home planet are few, but an examination of these humanoids gives certain clues to their likely habitat and environment.

### Dominating presence

Almost all Nausicaans are around two meters tall and very well muscled, indicating a planet of origin with a slightly higher than Earth-standard gravity. Their

heads are covered with a shaggy mat of long, dark black hair, possibly indicative of a world where the atmosphere is humid, hot, and dusty – this theory is strengthened by examining the face of a Nausicaan, noting the sunken eye sockets, small shallow nostrils, and a mouth protected behind bony, tooth-like horns. The pale, almost grey-toned skin of the Nausicaans indicates a homeworld with little sunlight, and combined with other visible factors an observer can conclude that their planet is apt to have a thick, cloudy, 'greenhouse' atmosphere. Most likely, the modern Nausicaans evolved from predatory creatures capable of ruthlessly hunting and killing smaller prey, and



### OTHER CARDS IN THIS FILE...

12 THE BREEN

41 THE ANGOSIANS

169 THE ALDEANS

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STAR TREK: THE NEXT GENERATION.....File 69

### A STAB AT DEATH

#### Impertinent youth

Just after his graduation from Starfleet Academy in 2327, Ensign Jean-Luc Picard, later to become captain of the *U.S.S. Enterprise NCC-1701-D*, is involved in a fight with a trio of Nausicaans at a bar in the Bonestell Recreation Facility on *Starbase Earhart*. During the fight, one of the Nausicaans stabs Picard through the heart; although severely wounded in the ordeal, the young Jean-Luc survives thanks to the implantation of a synthetic cardiac replacement. In 2369, the omnipotent alien being Q causes Picard to relive the events in a different fashion, briefly altering the timeline by changing the outcome of the fight.

► *Jean-Luc Picard relives his days as an ensign in the company of his mates Corey and Marta, and the problematic Nausicaans. Cheating and aggression is the only way to get ahead with this crew of rogues.*



◀ *Picard reverts to his hot tempered youthful self, and gets a Nausicaan knife through the ribs – again.*

Designation Nausicaan  
Class M  
Quadrant Alpha  
Homeworld Unknown

**Characteristics** The Nausicaans are extremely tall and of heavy musculature. They have a grayish complexion and dark dreadlocked hair. They possess a fierce and volatile, yet simple mentality.

**History** The origins of the Nausicaans is a mystery, but it is widely believed their physiology and temperament is due to their homeworld's environment.

**Starship Log** STAR TREK: THE NEXT GENERATION 'Tapestry'



## GALAXY FACTS

- ▶ The snaggled-toothed Nausicaan race bear a striking similarity to the Chaltan people, another species also known for their short tempers and bad attitudes.
- ▶ Despite not being Federation citizens, Nausicaans can still travel freely within the borders of Federation space.

their violent nature is an echo of this behavior.

Nausicaan society – if such a thing exists – is likely to be an anarchic affair based upon tribal structures. Theirs is a guttural language of growls and snarls; a common insult hurled at aliens is **undari**, the Nausicaan word for “coward,” while the Nausicaans themselves like to claim they possess **guramba**, meaning “courage” or “conviction.”

### Dressed to kill

The family structure within the Nausicaan culture is a mystery to outsiders, but the males of the species are known to take part in a marriage ceremony, which requires the donning of a specially made wedding suit. It is notable that the majority of

▶ *The Nausicaans enjoy playing games, and enjoy winning even more. They are not adverse to dirty tricks in friendly competition or fights.*

Nausicaans seen within Federation space appear to wear metallic braids in their hair, although the function of this fashion is unknown. Possibly, it may be a decorative affectation, a symbol of rank, or even of some religious significance, such as the traditional earring worn by members of the **Bajoran** race. Nausicaan clothing is largely darker in tone – possibly indicating a stronger color perception range at the ultraviolet end of the light spectrum – featuring dull earth tones, blacks or dark blues. The clothing itself appears to be made from animal hides,

possibly from creatures native to their world.

As a race, the Nausicaans are known as thuggish beings, with foul tempers and a tendency toward brutality. If not overly intelligent, the Nausicaans are gifted with an animal cunning that makes them good

fighters and frequently places them on the wrong side of the law. Nausicaans found offworld are often employed as bodyguards by less imposing races, such as the **Ferengi**, or as enforcers by shady organizations like the **Orion Syndicate**. Nomadic groups of Nausicaan raiders

▶ *Nausicaans tower over most races of the Alpha Quadrant, their fierce appearance belies their desire to look well at weddings and rituals.*



▶ *The massive Nausicaan takes exception to the Starfleet officer's game technique – he does not like to lose.*



▶ *A Nausicaan challenges young Corey to a game of dom-jot. Although not members of the United Federation of Planets, the Nausicaans are free to travel its space and socialize with its races.*



are commonplace in the more lawless regions of the Galaxy; during his time as a third-class cadet at the **Starfleet** training outpost on planet **Morikin VII**, **Jean-Luc Picard** noted that a group of Nausicaans caused trouble nearby, striking from a base in the local asteroid belt.

### Berserkers

Among the most notorious crimes to have been committed by Nausicaan nationals is the 2371 raid on the Central Museum of **Remmil VI** – in a sly scheme, the thieves use a powerful ultrasonic generator device to cut into the crystalline web structure of the museum building and loot it.

The Nausicaans seem to delight in brawling for the sheer savagery of it, picking fights as they see fit, and aside from the occasional game of **dom-jot**, their lives appear to be based on giving and taking punches.

The notoriously troublesome and belligerent nature of the Nausicaan race leads **Starfleet Command** to exploit their reputation to train potential officers in diplomatic procedures, using Nausicaan holocharacters as part of a **holodeck** training program called **Diplomacy-Scenario 12-Alpha**.

▶ *Brunt arrives with some Nausicaan muscle to convince Quark that he needs to terminate the strike, and turn a profit again.*

▶ *Ever the Ferengi entrepreneur, Quark can use his experience with the Nausicaans for profit – and a taste of revenge.*



## THUGS OF THE ALPHA QUADRANT

### Nausicaan negotiation

Space station **Deep Space Nine** has been visited by Nausicaans on several occasions, because of its freeport status. The station's resident tailor **Garak** was called upon to craft a wedding suit for a male Nausicaan in 2371, causing a heated confrontation when the **Cardassian** misplaced the outfit before the big day. The following year, a pair of Nausicaan bodyguards were used by Liquidator **Brunt** of the **Ferengi Commerce Authority** as strike-breakers, brought in by the **FCA** to shut down a union work stoppage by workers in **Quark's bar**. The proprietor **Quark** was beaten severely as a warning to his brother **Rom**, the union shop steward. **Quark**, however, did not allow the incident to sour him on the Nausicaan race, and gained a degree of financial revenge late in 2374, when he made a profit of 200 bars of gold-pressed latinum after selling a Nausicaan entrepreneur a consignment of contraband **Denevan crystals**.





SHIP:

U.S.S. ENTERPRISE NCC-1701-D

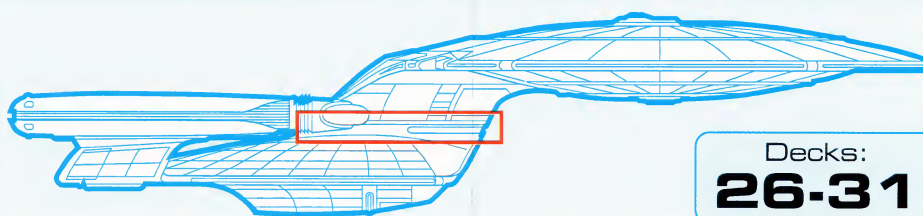
SYSTEM:

DECK-BY-DECK

LOCATION:

DECKS 26-31

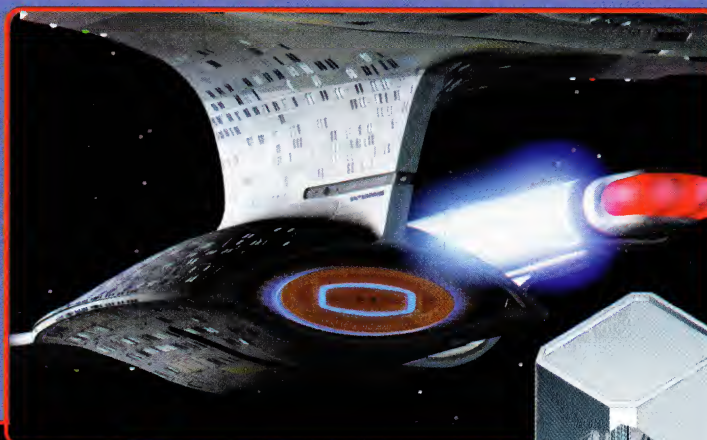
Decks 26-31 of the *U.S.S. Enterprise NCC-1701-D* contain deuterium storage facilities, and inertial damping and structural integrity systems.



Decks:  
**26-31**

## DECK 26

Two **photon torpedo** storage magazines are positioned directly beneath the forward photon torpedo launcher, on Deck 26 aboard the *U.S.S. Enterprise NCC-1701-D*. These are arranged in rows to either side of the lower reactant loader at the forward leading edge of the deck. The torpedo magazines allow extremely fast delivery of combat-ready ordnance to the launcher, and act as an access point for modifications that may be required on individual torpedoes. The lower reactant loader is the primary intake for the **deuterium** tanks directly below this level. Further access to Deck 26 is possible via the vertical **Jefferies tubes** that are located at the stern.



The forward photon torpedo launcher is located on Deck 25 of the *U.S.S. Enterprise NCC-1702-D*. Below this, on Deck 26, are the photon torpedo storage magazines, which allow the rapid loading of these weapons in combat situations.



In addition to the corridor and turbolift access points, Deck 26 of the *U.S.S. Enterprise NCC-1701-D* is accessible via the expansive **Jefferies tube** network that runs throughout the ship.

The *U.S.S. Enterprise NCC-1701-D* is primarily a vessel of exploration, but it possesses all the amenities to protect itself against attack and combative occasions with its photon torpedoes.

See: **FILE 25 CARD 23**

## DECK 27

**Galaxy**-class vessels are designed for long-range scientific missions and exploration, requiring significant amounts of **deuterium** storage to maintain the vital matter/antimatter reaction for the warp propulsion system over extended periods. Forming a bulge within the center of the engineering hull, the total deuterium tankage runs from its narrowest cross section on Deck 26 down to Deck 29, and consists of a series of cryogenic baffles separating the storage area into smaller sections. The main **turbolift** network is heavily insulated through these tanks, allowing direct movement through the relatively uninhabited Deck 27 to the rest of the ship.

## DECK 28

**Deuterium** tank support continues onto Deck 28, with the majority of this level occupied by a further series of cryogenic baffles. The central area includes a **turbolift** stop that allows crew access to the separately located tank purge ports and fill and drain ports to the starboard side. The purge ports allow a neutral material to be pumped into the tanks in order to routinely clean them out, while the fill and drain ports connect to umbilicals at **Spacedock** or **starbases** for the supply of fresh deuterium, or to drain the existing matter from the tanks prior to the purging cycle.

## DECK 29

Deck 29 forms the lowest section of the **deuterium** tank support area, and is also the widest part of the storage facility. One of the most important parts of this section is the primary deuterium tank that feeds the matter injector on the level directly below. The deck has a small number of rooms and access areas arranged around the inner bulkheads of the engineering section's outer hull, although the more vital systems on this level are concentrated within the central core of the deck, and are accessed by a series of **turbolifts**. A number of subsystems control the cryogenic chillers that reduce the temperature of the deuterium to a supercold state prior to its introduction to the matter injector directly below, close to the central conduit group housing the primary power distribution and computer feeds to the lower decks of the ship. The rear spine is used for consumables storage, decreasing in volume as the decks descend.

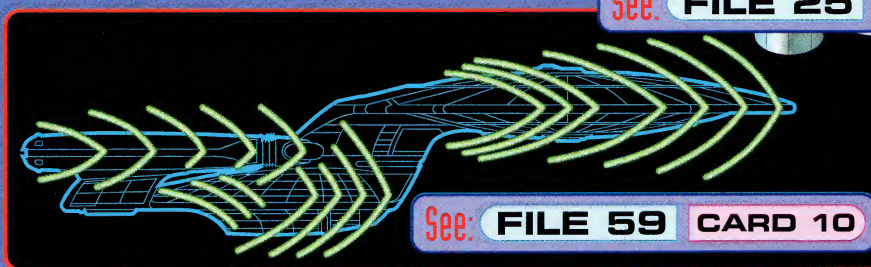


## DECK 30

Deck 30 is the upper level for engineering support, the first of six decks that directly service Main Engineering on Deck 36. **Starfleet's** ship designs incorporate a high degree of redundancy in their primary systems, and the **Galaxy** class's ability to separate into two autonomously functioning units requires the engineering section to have its own substantial computer core to function independently of the **saucer** section. Located forward on the port side is the upper section of the computer core, easily accessed via the extensive corridor and **turbolift** network that runs along the length of this oval-shaped level. Unlike the saucer section, the engineering hull does not have a twin core, although the position of the core is well protected down to Deck 36. Located center port is an area given over to tactical planning, utilized in separation mode by the command officers in the same way the briefing room in the saucer section is used in normal flight mode.

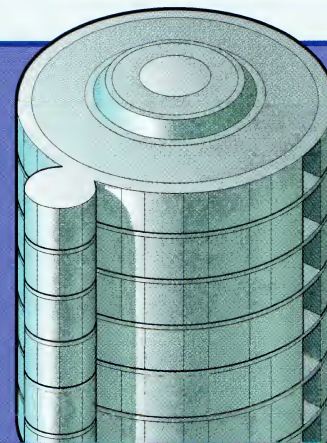
Situated to the rear starboard of Deck 30 are the emergency response teams, ideally located in close proximity to the engineering section's most sensitive areas. Located forward of these dedicated personnel are the **structural integrity** field systems whose function is crucial in maintaining the vessel's exterior strength during warp and impulse flight. Positioned in the center of the deck for both security and safety considerations is the matter reactant injector, fed by the **deuterium** tank directly above, and linking into the warp drive system on the decks below.

▶ The structural integrity field ensures that the immense stresses generated on the U.S.S. ENTERPRISE NCC-1701-D's hull do not tear the ship apart.



See: FILE 59 CARD 10

See: FILE 25 CARD 25



▶ A single computer core is located on Deck 30 to coordinate systems when the engineering hull and the saucer section separate.

## DECK 31

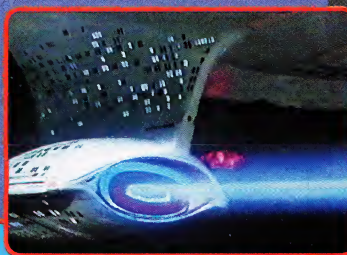
The positioning of the circular computer core on the port side of the U.S.S. Enterprise NCC-1701-D's engineering hull leads to an imbalance of weight distribution within seven decks, with this problem being addressed via the use of a ballast core flight article on the starboard side designed to even out this disparity. Computer power monitoring is situated adjacent to the port side core on the inner bulkhead wall of the outer hull, allowing duty personnel to oversee the operation of the core during use. Located behind the ballast core on the opposing side of this level are the **replicator** subsystems, vital control units for the **Galaxy**-class vessel's food replication provision.

Deck 31 is the upper housing for the main **deflector** dish, and while the upper ledge of the dish is not located on this level, the bow of the deck features a cut back section in order to house the top of the dish directly below. The area directly behind this section to port and starboard is empty, ready for any expansion of systems and equipment that may be developed

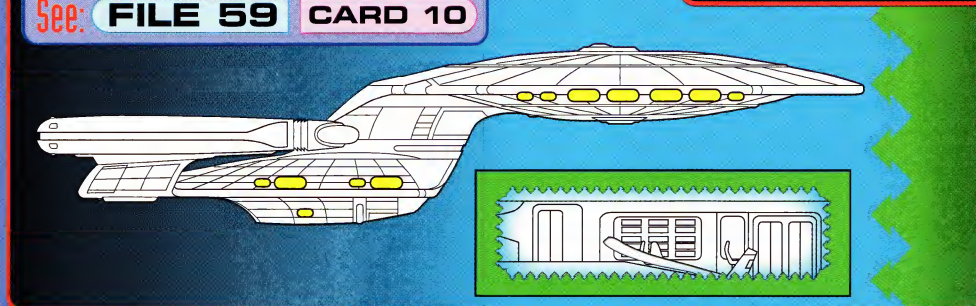
by **Starfleet** for future refits and modifications.

Deck 31 houses a small number of crew quarters at the forward port and starboard sides, although the majority of the deck is given over to engineering support. One of the most important long-range navigational facilities available to the ship during its scientific or exploratory missions is stellar cartography, which is housed in the mid-section of the port side of Deck 31, very close to the main **turbolift** network for ease of access by mission specialists and other duty personnel. Positioned centrally are a series of temporary cryogenic storage tanks, while the vital **inertial damping** systems for the vessel are located to the rear starboard of this deck.

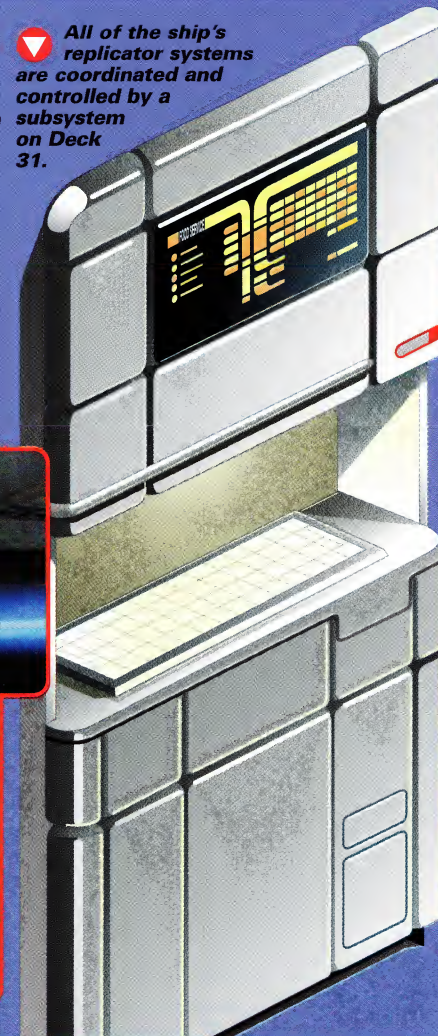
▶ The forward area of Deck 31 features a cutout section to accommodate the main deflector dish.



See: FILE 59 CARD 10



▶ The U.S.S. ENTERPRISE NCC-1701-D's inertial damping systems, which prevent the crew from being crushed as the ship attains vast speeds, are located throughout the GALAXY-class vessel; however, the majority of these vital systems for the engineering hull are positioned on Deck 31.



▶ All of the ship's replicator systems are coordinated and controlled by a subsystem on Deck 31.

See: FILE 59 CARD 3



STATION:

DEEP SPACE NINE

SYSTEMS:

DEFENSIVE SHIELDS

LOCATION:

DECK 2-3

Since it was constructed during the **Cardassian** occupation of **Bajor**, *Deep Space Nine* has always been well-defended. The original Cardassian defensive shields are still in place, but over the years they have been upgraded by **Starfleet**.

**D**eep Space Nine is defended by a network of shields that were installed by the **Cardassians** when the station was built in 2351. They still work on Cardassian rather than **Starfleet** principles – a similar type of defensive shield is used on **Galor**-class starships – however, since taking control of the station in 2369, Starfleet has upgraded the defensive shield power supply and the computer control systems.

### Shields explained

In the simplest terms the defensive shields form a bubble of gravitational energy around the station that is capable of repelling enemy fire, whether it is in the form of directed energy weapons such as **phasers** and **disruptors**, or explosive devices such as **photon torpedoes**.

The bubble itself is made up of three overlapping polarized graviton emissions. When an object (including a directed energy beam) comes into contact with the fields, they generate an electromotive force which repels it. Because the objects are only in contact with the fields for just over a millisecond, the graviton force coupling concentrates the repulsive force on the point of contact, rather than allowing it to spread out across the shield network. Similarly, if the shields are penetrated, it is most likely to be in an isolated area where the defensive bubble collapses. For this reason, enemies may concentrate their fire on a specific area. However, such breaches in the shields can be sealed by shunting gravitons to them from other parts of the system, so this tactic is only effective if the enemy wants to target a specific area on the station, such as a weapons array.

The primary shield generators are located on the three horizontal arms below the **Ops** center. They are supplemented by a series of secondary generators, which are mounted at

regular intervals around the docking ring, at the station's outer extremities.

The main generators are actually polarized **graviton generators**; they work by applying plasma to regenerative beds of **duralumin-gesselum ayanaminide**, which then create streams of gravitons. The generators are supplied by dedicated **EPS** (electroplasma system) conduits which run directly from the station's upper core. In order to compensate for any damage, the shield generator EPS network uses nine conduit branches, many of which are redundant; this ensures that the shields can remain in operation even if their power supply system sustains serious damage.

The generators can release 450.5 megawatts of power instantaneously. This is shunted to nine phase-locked capacitance banks, which can boost the power to 2579.3 megawatts. This kind of high-level output can be maintained for up to 32 seconds before the capacitance banks are drained.

After the polarized gravitons are generated, they are transmitted along three waveguides in each arm to the angled emitter blocks, where the graviton field is released. As they leave the emitter block, the gravitons are separated into



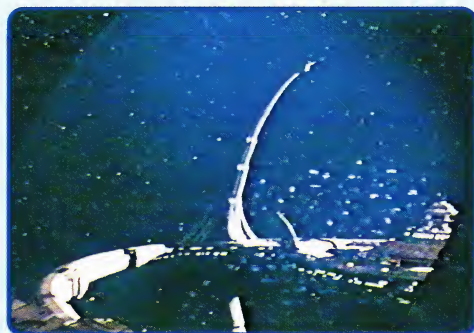
**DEEP SPACE NINE's defensive shields allow the formation of a static warp bubble around the station when it is moved closer to the Bajoran wormhole in 2369.**

454 emitter waveguides, which are controlled by a rapid-switching emitter controller. This not only directs each pulse of gravitons to the appropriate area, but completes the polarization process.

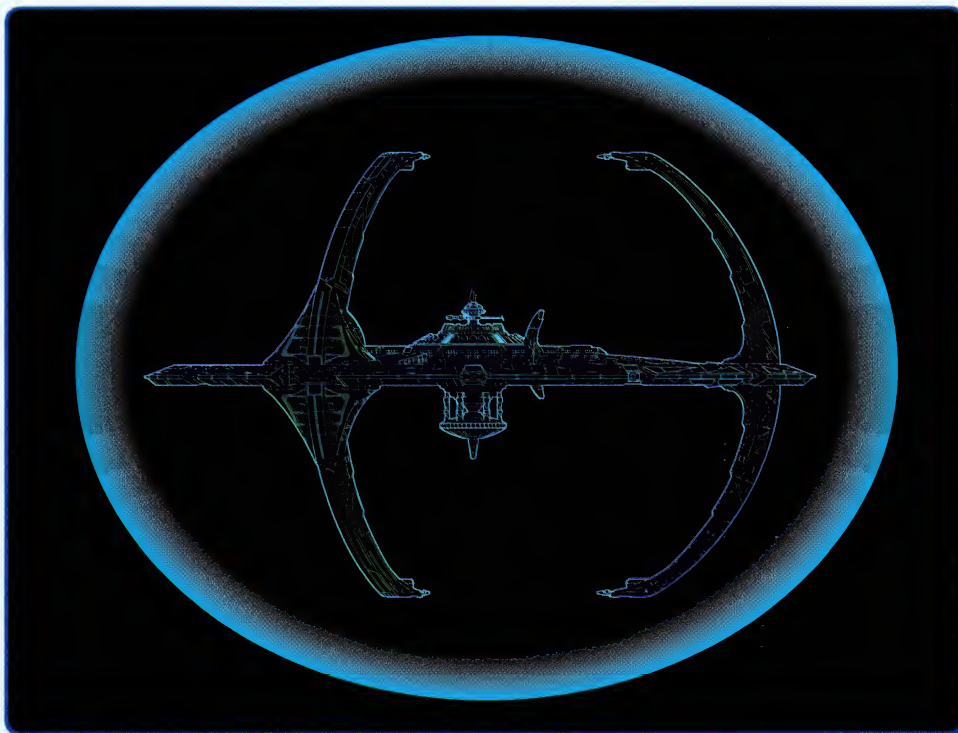
### Cooling safeguards

The graviton emitters generate an enormous amount of heat, so each emitter is fitted with four passive thermal-projection radiators and two active liquid sodium coolant loops that are tied into the fusion generators. If necessary, the loops can dissipate excess heat by routing it to the phaser strips.

In combat situations, the station can be protected if at least two of the three generators



**Defensive shields are comprised of three overlapping fields of polarized graviton emissions. These shimmer into view when struck by enemy weapons fire.**



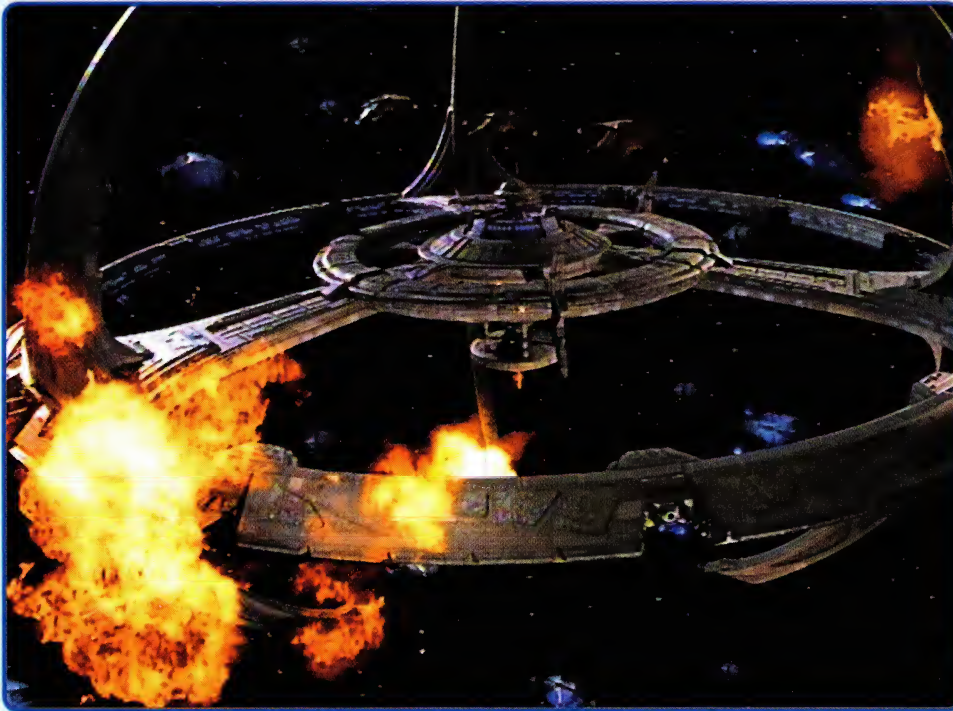
**The shield generators located within DEEP SPACE NINE allow an oval shield formation to be created around the entire station via a series of shield generators located beneath the Operations Center. The shield bubble is expansive, and encloses the entire facility, including the towering docking pylons, when the station comes under threat of attack.**





## FILE 27 DEEP SPACE NINE

DEEP SPACE NINE's shields allow it to survive numerous onslaughts over its operational life, particularly during the Dominion war. In the event that the shields fail, the station can weather a degree of structural attacks until the field can be reinitialized.



are active. In these circumstances, enough gravitons can be shifted around the defensive shield bubble to cover for the inactive generator. In an emergency, a single generator can produce a field that covers the entire station. If the capacitance banks are at full power, a single generator can maintain the field for approximately 60 seconds; if they are empty, the field can only hold for 24.3 seconds.

### The hazards of conflict

During combat one of the most serious threats to the system is posed by EM backlash – effectively a feedback wave from the generators, which can reduce the flow of plasma to the graviton generators, and therefore reduce their efficiency.

If an enemy vessel was aware of the frequency and order in which the gravitons were released, it could match them and penetrate the shields. In order to prevent this from happening, the Ops defensive computer control system randomizes shield frequencies. Outgoing phaser fire also has to be adjusted to match this frequency in order to prevent the

phaser beams from rebounding back onto the station, or the shields from overloading. Photon and **quantum torpedoes** carry a transponder that opens a narrow window in the shields to allow their exit. A similar system has to be used by any small ships, such as shuttles or **Runabouts**, that have to pass through the shields. The transponders use encrypted identification codes which are embedded into them, to prevent them from being copied by an enemy. Additionally, shield operations interfere with the station's sensor palettes, reducing scanning efficiency by 15 percent.

The shields can be activated from the defensive control station in Ops, or by voice command. During alert situations, the computers will activate them automatically,



DEEP SPACE NINE's shields are activated to protect the station from the unknown threats of the Gamma Quadrant.



The defensive shields also serve to protect the station from volatile spatial phenomena that it may encounter.

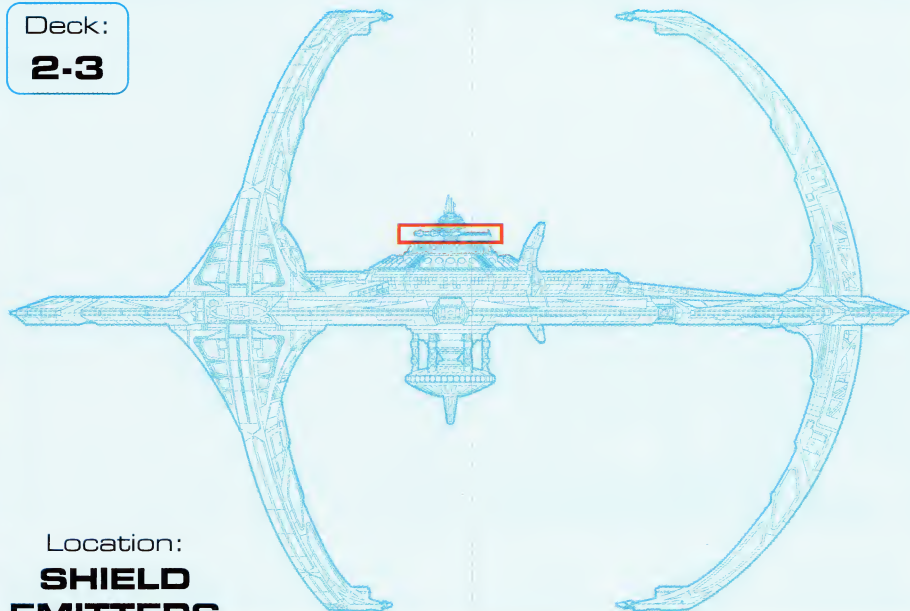
if enemy fire is detected.

The computer system is designed to analyze attacking forces, and predict where the shields will face impact. The Starfleet-upgraded system software allows gravitons to be shifted around the shield network to the points where they are most needed.

### Shield deficiencies

Once the shields are active, they can resist most known weapons fire. They will, however, begin to fail if they are placed under constant pressure. The Starfleet computer systems are programmed to predict the extent of the shields' effective life under a variety of circumstances, with the overall efficiency of the shields expressed as a percentage, as on starships.

Deck:  
**2-3**



Location:  
**SHIELD  
EMITTERS**



The upgrades that Starfleet make to DEEP SPACE NINE serve to adequately protect it from three GALOR-class warships that it faces in 2369.



# Romulan Warbird: Fleet Listings

Romulans prize stealth, cunning, and intrigue as touchstones of both their military and diplomacy. No surprise, then, that they rely on the mighty *Romulan Warbird* to back up their goals when they do require a show of force.

**T**he *Romulan Warbird*, formally of the **B-type** or **D'deridex-class**, is a massive vessel with a unique through-look design which adds considerably to its intimidating sight. Developed during the long period of **Romulan** isolation, they date back to at least 2344, and outsize even **Starfleet's** *Galaxy-class* starship.

Even so, *Warbirds* are less maneuverable, and have a top speed slightly less than their Starfleet counterpart. They utilize the traditional Romulan **cloaking device**, but ironically have sensors not equipped to detect the latest in **Klingon** cloaks. Unlike the matter-antimatter reactors of their rival powers, Romulans utilize the X-ray emissions of a captive **quantum singularity** for their ships' power source.

The vessels unique open architecture continues the historic Romulan affinity for avians of war, and indeed the forward modules bow is emblazoned with the Romulan symbol: a warbird clutching the twin homeworlds **Romulus** and **Remus**. An individual ship's name is formally preceded by the suffix **Imperial Romulan Warbird**.



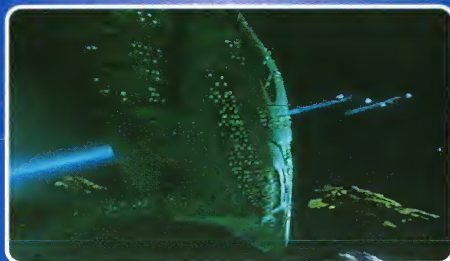
**ROMULAN WARBIRDS** are proof that, despite their self-imposed exile of 53 years following the **Tomed Incident of 2311**, the **Romulan Star Empire** have not rested on their laurels in regard to the design of their starships.

## I.R.W. BELAK

### COMMANDER: UNKNOWN

This *Warbird*, operated by combat troops from the vaunted **Tal Shiar** intelligence agency, is one of 20 **Romulan** and **Cardassian** vessels in a secret joint mission to destroy the **Founders'** homeworld in 2371, soon after the **Dominion's** threat is made clear. The invasion is doomed from the start, however, thanks to Founder infiltration; the *Belak* is one of two *Warbirds* wiped out in the early seconds of the counter-attack by 150 waiting **Jem'Hadar** ships.

**STARSHIP LOG: 'THE DIE IS CAST' [DS9]**



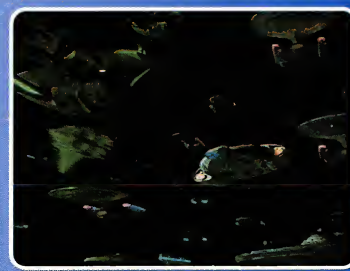
The **I.R.W. BELAK** is destroyed soon after entering the fray against the forces of the **Dominion** in 2371.

## I.R.W. D'RIDTHAU

### COMMANDER: UNKNOWN

As the proud **Romulan** flagship, the *D'ridthau* leads the Romulan wings amid the great Allied fleet in what turns out to be the final battle against **Dominion** forces in 2375. In the furious climactic assault on **Cardassia Prime** itself, the *D'ridthau* is destroyed just as the oppressed **Cardassians** revolt and turn their fleet against their Dominion allies.

**STARSHIP LOG: 'WHAT YOU LEAVE BEHIND' [DS9]**



The **I.R.W. D'RIDTHAU** is tragically destroyed in the final battle of the **Dominion** war.

## I.R.W. DECIUS

### COMMANDER: AMBASSADOR TOMALAK

Within the imagined future fantasized by the lonely alien **Barash**, the *Decius* is the *Warbird* that ferries **Admiral Picard** and his aide, **Deanna Troi** for the final talks with **Ambassador Tomalak** before a **Federation-Romulan** peace treaty is to be signed. The ship, of course, may be just as much a fabrication as the rest of the illusion. Even so, its namesake was a veteran officer who died aboard the first Romulan vessel to venture out of the **Neutral Zone** to test the **cloaking device** against Federation defenses a century earlier.

**STARSHIP LOG: 'FUTURE IMPERFECT' [TNG]**

**Admiral Jean-Luc Picard** and **Deanna Troi** are seen aboard the **I.R.W. DECIUS** in a simulated alternate future experienced by **Commander Riker**



The **I.R.W. DECIUS** appears before the **U.S.S. ENTERPRISE NCC-1701-D**.




## Romulan Warbird: Fleet Listings

### I.R.W. DEVORAS


#### COMMANDER: ADMIRAL MENDAK

In 2367, the *Devoras* is ostensibly part of an historic rendezvous within the **Neutral Zone** where it will host **Vulcan Ambassador T'Pel** and the first round of **Federation-Romulan** peace talks. T'Pel arrives via the **U.S.S. Enterprise-NCC-1701-D**, but is apparently killed in a rare **transporter** mishap while trying to beam over. Scans eventually show she is beamed away by the *Devoras*, leading **Admiral Mendak** to finally admit the truth: T'Pel is actually **Subcommander Selok** in deep cover as a spy, and soon after, both she and the *Devoras* escape homeward.

**STARSHIP LOG: 'DATA'S DAY' [TNG]**

 The I.R.W. DEVORAS rendezvous with the U.S.S. ENTERPRISE NCC-1701-D in 2367 in order to conduct peace negotiations with representatives of the United Federation of Planets. The talks are soured by the apparent death of Ambassador T'Pel.



 Admiral Mendak, the commanding officer of the I.R.W. DEVORAS reveals to the crew of the ENTERPRISE that T'Pel is far from dead; she is actually a Romulan spy who has faked her own death in order to facilitate her return to the Star Empire.

### I.R.W. DIVIDICES


#### COMMANDER: UNKNOWN

In 2375, with the **Romulans** fully involved in the alliance against the **Dominion**, the *Warbird Dividices* is among a number of Romulan ships utilizing **Deep Space Nine** for much needed repairs.

As the Romulan representative on the station, however, **Senator Cretak** complains that after three weeks of waiting the *Dividices* and its sister ships are being bypassed in the repair schedule in favor of other vessels – including a dozen **Klingon** ships. Appeasing **General Martok** about his own ship's delay is one of the tactics adopted to get them handled quicker.

**STARSHIP LOG: 'INTER ARMA ENIM SILENT LEGES' [DS9]**



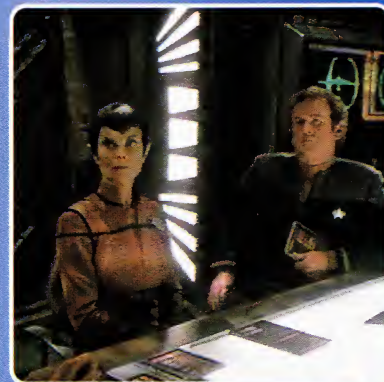
 The normally passive Senator Cretak is angered that Romulan vessels are waiting so long for repairs on DEEP SPACE NINE in 2375.


### I.R.W. GENOREX

#### COMMANDER: UNKNOWN

Amid the war against the **Dominion**, the *Genorex* is one of many vessels who utilize **Deep Space Nine** as a welcome haven for repairs close to the front. After almost three weeks of waiting for a bay at the station, it takes **Senator Cretak's** complaint about priorities to get the *Warbird* and other **Romulan** ships taken care of, rather than the ever-damaged **Klingon** ships streaming in. Some 12 Klingon vessels have been allowed to put in during the *Genorex's* wait.

**STARSHIP LOG: 'INTER ARMA ENIM SILENT LEGES' [DS9]**



 The I.R.W. GENOREX is just one of the many ROMULAN WARBIRDS that Senator Cretak mentions as suffering due to the backlogged repair schedule at DEEP SPACE NINE, in which Klingon ships are favored over their own.


### I.R.W. HAAKONA

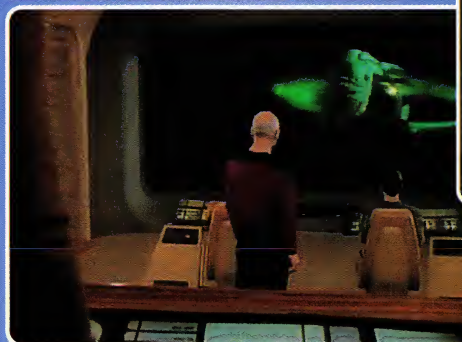
#### SUBCOMMANDER: TARIS


The **Romulans** have only recently emerged from isolation when the *Haakona* is found engaged in the hunt for the mythical planet **Iconia**, within the **Neutral Zone** in 2365.

The loss of the **U.S.S. Yamato NCC-71807** in the search is first blamed on the *Haakona*, but the *Yamato* is soon found to be a victim of the **Iconians'** self-defense computer virus. The master computers aboard both the *Haakona* and the **U.S.S. Enterprise NCC-1701-D** likewise become infected and fail, but the **Starfleet** ship devises a solution to avoid self-destruction. **Subcommander Taris** accepts the crew's instructions, but offers no thanks.

**STARSHIP LOG: 'CONTAGION' [TNG]**

 The U.S.S. ENTERPRISE NCC-1701-D encounters the I.R.W. HAAKONA in the Neutral Zone in 2365. Both ships are searching for the planet Iconia – a hunt which has already seen the loss of the U.S.S. YAMATO NCC-71807.



 Subcommander Taris commands the I.R.W. HAAKONA. She accepts the solution to the Iconian computer virus from the ENTERPRISE crew, but falls short of thanking the Starfleet personnel for their assistance.



## FILE 44 NON-STARFLEET HUMANS

# Dr. Sara Kingsley

Dr. Sara Kingsley is the principal scientist of the small Darwin Genetic Research Station on Gagarin IV where her work focuses on genetically engineering away disease.

**D**r. Sara Kingsley is a determined woman, almost single-mindedly dedicated to her work. She is a short, slim, 35 year-old woman who dresses practically in a white jumper and slacks with a blue, long-sleeved, quilted over-tunic. She has a tendency to be slightly impatient with those who do not understand her. She often concentrates only on the potentially beneficial results of her research – a narrow focus that can lead her to ignore the risks inherent in certain aspects of her experimentation. If necessary, however, she is prepared to endanger her own welfare in the name of scientific advancement.

## Station in life

The ongoing research carried out by Dr. Kingsley and her fellow scientists on the **Darwin Genetic Research Station** has taken many years, and involves investigating possible methods to boost the human immune system. This goal has been achieved by Dr. Kingsley and her team creating, in

the persons of their own young children, genetically-engineered (although Dr. Kingsley herself prefers the term "genetically created") human beings.

## Free from disease

These genetically-engineered children possess an extremely advanced immune system that, it is theorized, makes it impossible for them to contract disease. Dr. Kingsley considers this to be her crowning achievement. It is an aggressive immunity, releasing an active antibody capable of attacking and destroying a virus – even at a distance – by seeking it out and adapting itself to alter the virus's genetic code.

The work under Dr. Kingsley's direction has also resulted in the children having perfect body structure, musculature, and minds. None of the children is more than 12 years old, but their bodies have prematurely aged to adulthood. They also exhibit certain mental powers, such as telepathy and telekinesis. They are,

## PROFILE ON DR. SARA KINGSLEY

**NAME:** Sara Kingsley

**LIFE FORM:** Human female

**OCCUPATION:** Doctor and head of research on the Darwin Genetic Research Station on Gagarin IV.

**REMARKS:** Entirely devoted to the pursuit of her research. Highly intelligent and conscientious, if somewhat intolerant of slow learners.

**FIRST SEEN:** 'Unnatural Selection' [TNG]



▲ Dr. Sara Kingsley is a strong-willed and clever scientist. She is in her prime when her research takes her as a subject.

possibly, the future of humanity.

There is, however, a down side to the scientific successes of Dr. Kingsley and her team, which, to her horror, becomes apparent

when *Darwin Station* is visited by the **Federation** ship **U.S.S. Lantree NCC-1837**. The *Lantree's* first officer has contracted **Thelusian** flu – an exotic, but harmless rhinovirus –

and the anti-bodies created by the children's aggressive immune systems, having defeated the flu virus, produce an unexpected side-effect by going on to change the genetic make-

## ★ Unaffected

Dr. Sara Kingsley is delighted to make the acquaintance of Dr. Katherine Pulaski and Lt. Commander Data of the **U.S.S. ENTERPRISE NCC-1701-D**. She welcomes the opportunity to discuss academia with Dr. Pulaski, whom she considers a kindred intellect.

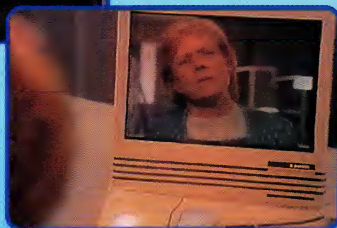


## GENETIC GENIUS



## ★ An honor

Dr. Kingsley is honored to meet such an esteemed peer and fellow researcher as Dr. Katherine Pulaski.



## ★ Mirror, mirror

Dr. Pulaski sees Dr. Sara Kingsley's beauty and youth fading before her very eyes when they are communicating.



## ★ Perfect children

The children of the Darwin Genetic Research Station are perfect examples of human potential. All the children possess extremely high intelligence quotients and employ facilities most individuals can only dream of: lateral thinking, telepathy, telekinesis – mind over matter.

## OTHER CARDS IN THIS FILE...

35 DR. IRA GRAVES  
42 WYATT MILLER

## SEE OTHER FILES...

THE UNITED FEDERATION  
OF PLANETS .....File 7  
STAR TREK:  
THE NEXT GENERATION ...File 69





## Dr. Sara Kingsley



## ★ Solutions

Dr. Sara Kingsley and her colleague return to the drawing board to try to devise a way to neutralize the antibodies.

## ★ Old before their years

Dr. Kingsley and Dr. Pulaski age rapidly due to the children's overwhelming antibodies; as an android, Data remains immune.



"My immediate concern is our children." - Dr. Kingsley



## ★ Physician heal thyself

Dr. Kingsley and her colleagues seek out a cure for the aging sickness before her body fails.

## ★ Pursuit of knowledge

Dr. Sara Kingsley is most at home in the laboratories of the Darwin Genetic Research Station on Gagarin IV with her colleagues and children.

up of the normal humans they come into contact with, by altering the genes that control aging.

Dr. Kingsley and her fellow scientists find themselves aging rapidly. Upon reaching physical late middle age due to the aging sickness, she is slightly stooped and develops a limp. Her blonde hair has no luster and eventually turns white as she ages further.

## Moving medicine

The crew of the **U.S.S. Enterprise NCC-1701-D** attempt to cure Dr. Kingsley and her colleagues of the aging sickness, on **Stardate 42494.8**. Even in the midst of her troubles and facing certain death, Dr. Kingsley is as pleased that **Dr. Katherine Pulaski**

is a member of the *Enterprise's* crew as she is by the prospect of a cure: quick to acknowledge intellectual achievement by others, she has greatly admired Dr. Pulaski for many years after reading the latter's scientific paper '**Linear Models of Viral Propagation**.'

A cure for the accelerated aging is eventually found, utilizing the

*Enterprise's transporter*; Dr. Kingsley and her team revert to their natural ages. But the cure comes with a cost: the genetically engineered children must remain in isolation while the scientists try to find a way to modify their aggressive immune systems so that they no longer present a danger to normal human beings.

## ABOUT A BOY

## Prodigal son

Dr. Katherine Pulaski studies one of the genetically engineered children created by the scientists to try to discover the cause of the accelerated aging sickness suffered by scientists on the Darwin Genetic Research Station. Her subject is a 12 year old boy, who has the body of a fully-grown man: tall, handsome, with clear skin, and dark brown hair and eyes.

To allow for proper examination, the boy is moved to a shuttlecraft which is then launched into space, creating a quarantine. Dr. Pulaski is enchanted by him and the scientific advancement he represents. To the boy's distress, the doctor is struck by the aging sickness while examining him.

Upon returning to Darwin Station, the boy rejoins the other children. Dr. Pulaski sees him using telekinesis to play chess, the childlike, brightly-colored clothing he now wears incongruous on his adult's body.



## ★ Old before her years

Captain Jean-Luc Picard and the bridge crew of the **U.S.S. ENTERPRISE NCC-1701-D** listen to the physically aged Pulaski.



## ▲ Minder

After awakening from stasis, the genetically engineered boy communicates by telepathy with Dr. Katherine Pulaski.



## ▲ A wrap

The boy arrives on board wrapped in number 6 styrolite - a hard, clear substance which keeps him in stasis to prevent spread of infection.



# Haneek

Haneek is a simple Skrreean woman who is elevated by circumstances to become the leader, and sole hope, of her entire race.

Elevated neutrino readings emitting from the **Bajoran wormhole** are the first indication of an unscheduled arrival of an alien ship to the **Federation** station **Deep Space Nine** in 2370. With their ship leaking plasma, the crew of the vessel are beamed to the bridge of the station. **First Contact** with this species is hampered by the **universal translator's** inability to correctly analyze this language – this **Gamma Quadrant** race's syntax and grammar clearly has not developed along **Alpha Quadrant** lines.

## Contact made

Eventually the computer establishes a translation matrix and their language becomes decipherable; the species is known as the **Skrreea**, and their apparent leader is a woman named **Haneek**. The male **Tumak's** reaction to being transported is initially hostile, but the more conciliatory Haneek manages to establish a connection with the **Bajoran** officer **Major Kira Nerys**, even though they cannot understand each

other's language. When the translator is fully operational, Kira is informed that the Skrreea are a matriarchal society, with their females exclusively assuming positions of authority and command – it is more natural for Kira rather than the male commander of the station, **Benjamin Sisko**. Her trust of females is so ingrained in her culture that Haneek would prefer Kira over **Dr. Julian Bashir** – a fully trained medical specialist – to operate the **dermal regenerator** to treat the injuries to her son, **Tumak**.

## Humble appearance

Haneek's piercing blue eyes have the gleam of a zealot, but her calm demeanor would suggest that she can control her fervor. Her hair is fitted in the fashions of her race; it is red in color, and is pulled back tightly to form a raised ridge above her forehead. The epidermis of her face is covered by fine pimples – a feature characteristic of her race, and, according to **Quark**, these flake off. She wears an outfit distinctly rustic in appearance as befits her agricultural

## PROFILE ON A BORN LEADER


**NAME:** Haneek

**LIFE FORM:** Skrreean female

**HOME:** The Skrreean race are native to the Gamma Quadrant, but later settle in the Alpha Quadrant.

**POSITION:** Once Haneek's responsibilities extended only to her crops, but upon her discovery of the Eye of the Universe she has over three million Skrreeans to provide for.

**FIRST SEEN:** 'Sanctuary' (DS9)

 Haneek's warm nature and good character make her the perfect representative for the Skrreeans as they journey through to the Alpha Quadrant.



employment. In keeping with Skrreean custom she also has several paramours.

Haneek is at first bewildered by the activity aboard the station, but after isolation in space her reaction is not unusual. She is the first of her kind to travel through the wormhole, or as she refers to it the **Eye of the Universe**. Her people have

been searching for the Eye ever since they were liberated from the **T-Rogorans**, a race that forced them to work as a servant class. Numbering three million, the Skrreean refugees began searching for a world featured in their ancient texts, a place called **Kentanna**, which translates to the place of sorrow, where it is believed they

will bring happiness once more.

Haneek comes from a lowly background – she is simply a farmer – but is raised to prominence by the Skrreeans because of her discovery of the Eye. Her people lack leadership as many of the female leaders were killed following their escape from servitude. Initially Haneek

## ★ A new life

As the leader of the Skrreea, Haneek takes it upon herself to assume an almost mothering role.



## ★ Comforting

Haneek is quick to make sure that her companions are settled after arriving on **DEEP SPACE NINE**.



## ★ Bond

Haneek forms a friendship with **Major Kira Nerys** after arriving on **DEEP SPACE NINE**. She respects the major's ability to combine her authoritarian role without sacrificing her inherent femininity.

## OTHER CARDS IN THIS FILE...

67 TY KAJADA  
72 THE ALBINO  
74 JEYAL

## SEE OTHER FILES...

OTHER GROUPS & RACES.....File 18  
STAR TREK:  
DEEP SPACE NINE.....File 70



# Haneek



## ★ A deeply involved role

*Haneek's role as the leader of the Skrreea allows her to be present in Ops during meetings regarding the Skrreean refugees.*

## ★ Powerful woman

*Haneek is designated as the Skrreean's leader shortly after their arrival on DEEP SPACE NINE.*

doubts her abilities to take charge, but despite her past she obviously possesses the traits necessary for such a role; she is strong willed and tenacious in her beliefs, and loyal to the traditions and customs of her people.

## Uncertain ambassador

To begin with Haneek acts as a diplomatic liaison between her displaced people and the personnel of *Deep Space Nine*. She greets her people as they arrive on the station, and this no doubt allays their fears of further persecution. In a meeting at **Quark's bar** she is elected by a matriarchal council to be the leader of the Skrreean people, and is given the charge of leading her people to Kentanna, a duty that weighs heavily on humble Haneek's shoulders.

The Federation offers the Skrreeans **Draylon II**, a planet that offers immense potential because of its low surface radiation matched by a temperate climate and a stable orbit, yet Haneek has other plans. It is perhaps her encounter with the Bajoran musician **Varani** that makes her

recognize the similar histories of **Bajor** and her own people, as both have been forcibly oppressed. She considers Bajor to be the legendary Kentanna, and sincerely believes that combined they will be able to heal each other's troubled pasts. Much to Kira's consternation, she submits a proposal to the **Bajoran provisional government** for the Skrreea to settle on Bajor. The chamber of ministers and the **vedek assembly** deliberate the issue, but come to the conclusion that Bajor, with its limited resources, cannot support

the additional inhabitants. Haneek argues her case forcibly, stating that as expert farmers the Skrreea would not be a burden but would be able to reclaim land that was previously unusable – Bajor is currently experiencing a famine, so such a prospect must seem tempting. The representatives stand firm by their decision however, and Haneek's friendship with Kira is strained when the major refuses to intercede on the Skrreean's behalf.

The situation becomes desperate when Tumak attempts to illegally land on Bajor. A radiation leak in the port nacelle of the Skrreean's ship places the pilot's life in jeopardy, but in spite of Haneek's attempts to reason with him he continues, oblivious to the

★ **The Skrreean look**  
*Haneek's appearance is typical of Skrreeans – particularly the flaky skin that they possess.*



danger. Two **Bajoran Interceptors** pursue the **Skrreean Vessel** under orders from **General Hazar**. At the last moment, Commander Sisko contacts the general and informs him of the situation. When Tumak engages the *Interceptors* they retaliate, and the discharges ignite the ship's leaking radiation – leading to the tragic destruction of the vessel and its pilot.

## New beginnings

Haneek is no doubt devastated by her loss, but her responsibilities as leader require her to conceal her sorrow and appear strong for her people's sake. She departs *Deep Space Nine* to colonize Draylon II with a renewed conviction that her new homeworld may be the much dreamed about Kentanna.

## LOYAL SON

### Tumak

Members of the male Skrreean race are considered too emotional, and have too great a penchant for conflict to be effective leaders. Tumak typifies this belief as his initial reactions to new situations are more often than not hostile. Upon boarding *Deep Space Nine* he yells incoherently at Commander Sisko, and later he has a run in with Nog. As a practical joke the Ferengi sprays Tumak and his friends with a foul smelling vapor, but Tumak has his revenge when he encounters the Ferengi on the Promenade and initiates a fight with him; he is intent on teaching "big ears" a lesson.

Rather than adopting a pragmatic approach to the problem, as Haneek no doubt would do, Tumak is impulsive and favors direct action over words. He is also clearly not happy with the Skrreean relocation to Draylon II, as he has come to view Bajor as the mythical Kentanna, and his impetuous nature prompts him to steal a ship and attempt to achieve with force that which has not been achieved by diplomacy. His decision proves fatal, however, as he is shot down by *Bajoran Interceptors* before he can reach his destination.



### ▶ Anger

*As with many adolescent males, Tumak is prone to teenage anger.*



### ◀ Wary

*Haneek watches as Dr. Julian Bashir heals an injury to Tumak's hand, thankful for Kira's presence.*



### ◀ Caring

*As a single parent, Haneek is always conscious of her son and his actions. She cares deeply for Tumak, and is deeply upset by his death.*

"... The Skrreeans are farmers ... just give us the land ... I guarantee you we can make it thrive again ..."

— Haneek pleads to be allowed to settle on Bajor.



## FILE 58 OTHER CHARACTERS AND LIFE FORMS

# Marayna

A lonesome soul sits in the heart of beauty in the Delta Quadrant, and she makes herself known as Marayna to the crew of the *U.S.S. Voyager NCC-74656*.

When the crew of the *U.S.S. Voyager NCC-74656* first encounter the unprecedented spatial phenomenon of a stable inversion nebula, Captain Kathryn Janeway describes the sight as beautiful and mysterious; a description which is equally suited to the denizen of this marvel, who introduces herself under the guise of the holocharacter **Marayna**.

**Ensign Harry Kim** is the first to encounter the attractive **photonic** character when he visits **Neelix's** luau program, and is invited by her to participate in some hydrosailing. The young ensign is immediately enamored of the intelligent beauty, and he is so distracted that he contacts his colleague **Lt. Tuvok** in the hope that he can cure him of his love malady by teaching him some **Vulcan** repression techniques. Tuvok is willing to offer his assistance, and believes that by deconstructing Kim's emotional response to the woman he will be able to help him overcome his passionate feelings. Tuvok agrees to visit the **holodeck** so that he can witness at first hand the woman that has so enchanted Harry.

Tuvok diagnoses Kim's condition as being the most unstable type of love; it is characterized by insomnia, loss of appetite, and an inability to perform daily routines. This is known as **shon-ha'lock** in Vulcan, and translates as 'the engulfment'; it is the most dangerous form of eros.

## Vision of beauty

In the holodeck, Tuvok and Kim are greeted by Marayna who has been giving **Kes** a hydrosailing lesson. Tall, athletic, with sun washed skin and wind ruffled auburn hair the youthful Marayna's appearance certainly lives up to Kim's infatuation. On this occasion she is wearing an orange beach outfit with a patterned sarong. Her demeanor is affable and charming, seemingly the result of adept holoprogramming.

Marayna is in fact not a holoprogram, but a sentient alien life form masquerading as one. She operates a station situated in the heart of the inversion nebula, and it is her responsibility to ensure that the plasma discharges do not destroy it – her station provides a **dampening field** to accomplish this. Her self-imposed exile prevents her from

## PROFILE OF MARAYNA

**NAME:** Marayna

**LIFE FORM:** Unknown

**STATUS:** Single

**OCCUPATION:** Marayna has dedicated her existence to preserving an inversion nebula and its beauty for the viewing pleasure of her race. She has, however, grown weary of leading this solitary life labor of love.

**FIRST SEEN:** 'Alter Ego' [VOY]



▲ Marayna is a solitary creature, living alone on her space station inside the nebula to preserve its beauty for others.

interacting with many alien races, but occasionally she establishes a **subspace** link with vessels to learn about them. Her presence is largely unnoticed by passing vessels, who regard the nebula with wonder without paying a second thought to who may be maintaining this object of unparalleled beauty – even members of her race seem to have forgotten about her. When she observes *Voyager* in 2373, she decides to

interact with the crew and downloads a human avatar of herself into Neelix's luau program.

## Objects of desire

Her second encounter with Harry and her playful nature prompts Marayna to embrace him, and she encourages him to examine

the sailing injury on her tanned and exposed leg. She is puzzled by Kim and Tuvok's contradictory answers to her questions: Tuvok's detached behavior seems to strike a chord with her, whereas Kim's flustered responses provide her with amusement rather than instill affection.

### ★ Clear

**Ensign Harry Kim employs a Vulcan meditation technique to rid his mind of Marayna's charm.**

### ★ Classic

**Marayna's human avatar is a classic beauty, possessing wit, charm, and a warm personality.**



## COURTING COMPANION

### ★ Flirt

**Marayna relishes the opportunity to interact with other species within Neelix's holoprogram; she finds Ensign Harry Kim's attentions quite endearing.**



### ★ Third wheel

**Marayna triangulates her relations when she encounters Lt. Tuvok in the holodeck.**

## OTHER CARDS IN THIS FILE...

45 NOSS  
48 KURROS  
58 GEDRIN

## SEE OTHER FILES...

SPACE PHENOMENA.....File 5  
STAR TREK: VOYAGER.....File 71



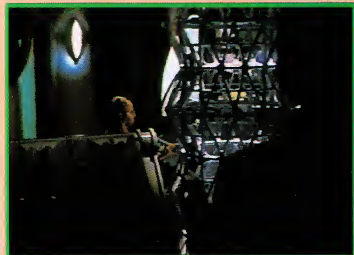


# Marayna



## ★ Grasping logic

*Kal-toh is one of the diversions Marayna adopts while aboard the U.S.S. VOYAGER NCC-74656.*



## ★ Prisoner of love

*Tuvok transports to Marayna's station inside the nebula, in an effort to reason with her.*

Tuvok arrives at the luau party at the behest of Captain Kathryn Janeway, but he does so under protest, and he deliberately isolates himself from the festivities by arriving in his **Starfleet** uniform, and by refusing a lei – a garland of flowers presented as a symbol of welcome by Neelix. Marayna shows great insight into the Vulcan condition when she confronts Tuvok with the knowledge that he has deliberately distanced himself from his fellow crew members. As a segue way, she professes that she enjoys hydrosailing. The

## ★ Empathy

*An understanding of solitude and a life apart are qualities that attract Marayna to Lt. Tuvok.*



## ★ Begging

*Marayna entreats Lt. Tuvok to join her on her station after disabling the U.S.S. VOYAGER; his acquiescence must be wholehearted.*



## ★ Games

*Marayna commandeers the EMH's holomitter and surprises Tuvok in his quarters. She has assumed the status of a Starfleet officer, but not the principles.*



## ★ A bit choked

*Marayna resets the luau program to neutralize any interference from the crew of VOYAGER.*



"I didn't realize how lonely my existence was . . . and I can't go back to the way things were." — Marayna

reckless abandonment of being at the mercy of the elements, coupled with the notion that any feeling of control is merely an illusion, appeals to her; she believes that Tuvok displays a similar 'illusion of control,' when he believes he can repress his emotions, when in fact this is as difficult as controlling the elements themselves. There is clearly something of the poet within Marayna.

Tuvok also discovers that she is learning the Vulcan game **Kal-toh**, a game which, as Tuvok explains,

requires the player to establish order in chaos – a skill that is no doubt called for in Marayna's vocation as minder of the inversion nebula. Tuvok is so impressed by her observations and eloquence that he returns to the holodeck the following day for a game of Kal-toh, where an encounter with the jealous Kim forces him to delete the Marayna character.

## A woman scorned

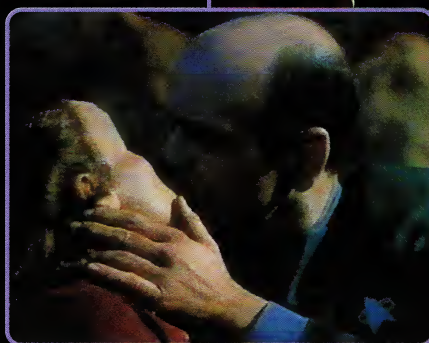
When Tuvok returns to his quarters he is surprised to see Marayna in a Starfleet uniform,

and she reveals that she has transferred her program and stole the **Doctor's mobile emitter**. Tuvok is forced to raise a security alert in response, and Marayna demonstrates that she has control of the ship and propulsion systems by cancelling the alert. She reveals that it is within her power to destroy *Voyager* at any time by using the plasma discharges from the nebula to attack the ship. The situation is desperate; at first the crew believe Marayna to be a sentient holodeck character, but further investigations reveal her true identity.

## FALLING FOR PHOTONICS

### Paradise on the dashboard light

Marayna is not the only photonic avatar to be the recipient of the affections of a Starfleet officer. In 2372, the *U.S.S. Voyager NCC-74656* rescues a phage-ridden Vidiian named Danara Pel. In order to prevent her from succumbing to brain death, the Doctor transfers her synaptic patterns into the holobuffers and creates a holographic body for her. Danara is astounded by the technology which allows her to enjoy a healthy body, something she has not experienced since the age of seven. The Vidiian's brilliant mind allows her to assist in the Doctor's attempts to heal her ravaged body, and gradually a romance blossoms between them that certainly compromises traditional patient-doctor relationships. Pel is smitten, and reluctant to return to her diseased body for fear the Doctor will reject her. Her worries are allayed when they take a trip to the holodeck to experience a Lt. Tom Paris special – a Chevy '57 overlooking the Mars landscape – where they exchange a passionate, lingering kiss.



## ▲ Good company

*The chemistry is inescapable in sickbay; the two bond well.*

## ◀ Moonstruck

*The Doctor and Danara Pel emulate teenagers on lookout point.*

## From the heart

Tuvok is transported to **Marayna's Station** in the center of the nebula, where he is confronted by her true form. Her face is reptilian with cartilaginous and mottled ridges and her hair is straggled – a far cry from the beauty on the holodeck. She empathizes with Tuvok's exile from humanity because of her own isolation within the nebula. She begs him to stay with her, but Tuvok disarms her by arguing that if she truly cares for him she would not seek to injure those he cared about, and when Tuvok reveals his married status and desire to return home, Marayna acquiesces. Tuvok advises her to return home to her people, and find a successor to conserve the nebula.



# Levitation Boots

The ability to fly unencumbered by heavy technology is a long held dream of many humanoid life forms. By the late 23rd century, this dream has become a reality thanks to the remarkable levitation boots.

**T**he term **levitation boots** is something of a misnomer, for in reality this remarkable pair of footwear does not alter the effects of gravity – they merely use propulsion to escape its pull.

Nevertheless, levitation boots are still an impressive triumph of technology over the laws of physics.

The overall shape of the boot is somewhat oversized when compared to regular footwear. Taking into account the systems and technology that allow the boot to escape the pull of gravity, however, the creators of these boots have achieved remarkable success in producing such a compact device.

## Solid construction

The boots are constructed of a resilient white material that provides little flexibility for the wearer at the ankle when the boots are put on. This is due to the fact that rigidity is required in the surrounding leg area in order to control the enormous amounts of energy that are channelled through the boot. Additionally, the solidity of the boot may result in a somewhat uncomfortable method of walking, although this is of little consideration when one takes into account the fact that the boots are designed primarily for flight.

Each boot reaches up to the mid-calf of the leg, and is firmly

fitted to the wearer's specifications through the use of a large, adjustable clasp at the back of the footgear, just above the ankle. Below this clasp is the exhaust port for the boot's propellant. This is visible by the way in which it is directed away from the main part of the boot, allowing any exhaust to harmlessly sweep away from

the foot. The exhaust port also, more importantly, allows the wearer to direct their movement as desired, and also the rate at which the speed of their flight is conducted. In normal conditions, little exhaust can be seen emanating from the boot; however, in the event that the boosters be engaged, a constant stream of

**▲ Spock uses the levitation boots to explore the rich landscape of Yosemite National Park. His interest ultimately lies in Captain James T. Kirk's ascent of El Capitan, however.** gaseous vapor can be clearly seen projected out of the boot.

Levitation boots prove to be of immense help to **Captain James T. Kirk** in 2289, serving, as they do, to extricate him from peril on



## LEVITATION BOOTS

A clasp at the rear of the boot provides a means of securing the foot to ensure that the footwear does not become loose while active.

Interior padding is located throughout the boot in order to provide as much comfort as possible during use.

**1 Construction** The levitation boots are made of a solid white material that provides anyone using them with a degree of stability in the lower leg and ankle during flight.

Sections of black panelling are positioned on the front of the levitation boots. Captain James T. Kirk uses these as foot rests when Spock carries him and Dr. McCoy up a turboshaft aboard the *U.S.S. ENTERPRISE NCC-1701-A*.



**▲ The levitation boots' exhaust ports are directed away from the footwear, and are designated by numbers and arrows.**

The rocket exhaust port is located just above the heel of the boot, thus directing any expelled vapors away from the main body of the device.





# Levitation Boots



▲ **Spock's levitation boots offer a more efficient method of climbing turboshaft 3.**

no less than two occasions. The first occurs during a canyoning expedition to Yosemite National Park in which the captain attempts a free climb of El Capitan. During this time, **Captain Spock** has begun to enjoy the benefits of levitation boots, allowing him to view the beauty of the parkland from an unprecedented vantage point. They also allow him to join Captain Kirk during his ascent, albeit several meters out from the rockface.

## Spock's observation

The levitation boots provide Spock with an excellent method of monitoring Kirk's progress, as he can hover close to his friend, and



▲ **Captain James T. Kirk carefully accepts Spock's offer to step onto the boots.**

even engage in a conversation; the low hum of the boots' propulsion systems do not require the two officers to raise their voices.

In this instance, however, Spock's interruption breaks Kirk's concentration, and the captain fails to grasp a steady handhold, leading to him falling from El Capitan. Spock's masterful control of the levitation boots nevertheless saves Kirk, as he immediately swings into action, rotating 180 degrees, and following after his plummeting friend. Ultimately, the **Vulcan** catches Kirk just meters from the ground, saving one of **Starfleet's** most prominent and celebrated officers from a messy end.

Spock's levitation boots prove to



▲ **The levitation boots cannot support the combined weight of the three officers.**

be useful once again, just a short time later, when **Sybok** takes control of the **U.S.S. Enterprise NCC-1701-A**. After **Commander Montgomery Scott's** surprise jailbreak of Captain Kirk, Mr. Spock, and **Dr. Leonard H. McCoy**, he directs them to the emergency communications device in the **forward observation room**. The only way to reach that section of the ship without being recaptured by Sybok's band of followers is to undertake a long and dangerous climb within **turboshaft 3**, which is out of order pending repairs. Kirk unquestioningly begins the ascent, with a grumbling Dr. McCoy following him. Spock, however, determines that a faster, more efficient method of climbing the shaft exists, and slips away from his companions in order to locate his levitation boots, which he brought aboard the *Enterprise* after their shoreleave was cut short.

By the time Spock reveals that he has "found a faster way," Kirk, and especially McCoy are beginning to tire from the gruelling climb, and are pleased to see Spock descend into view, despite the doctor's protestations that he will "wait for the next car." The



▲ **Spock fires the boots' rocket boosters in an effort to escape Sybok's followers.**

only method to accommodate the two additional personnel is for them to step precariously onto the boots, and grasp Spock's shoulder; however, the additional weight has a detrimental effect on the boots' propulsion, and rather than maneuver up the turboshaft, the trio begin to descend. By this time, Sybok's followers have determined the location of the escapees, and led by the brainwashed **Commander Hikaru Sulu**, they burst into the turboshaft.

## Hasty acceleration

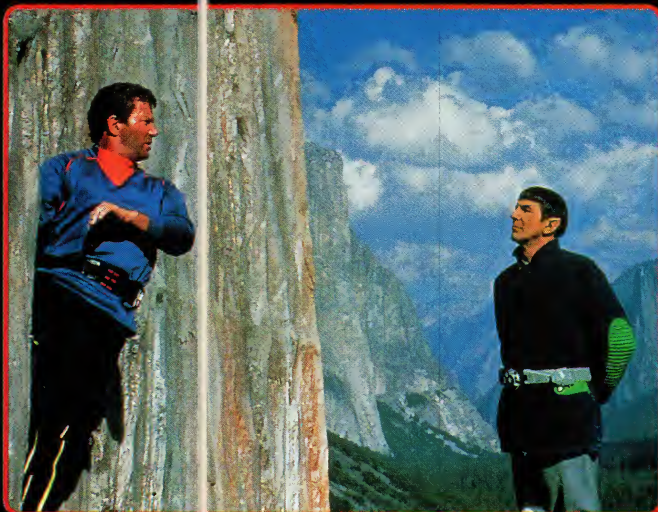
Kirk orders Spock to engage the boots' booster rockets, but the Vulcan is hesitant; such an action usually requires precise calculations regarding the speed and distance they wish to travel – especially important within the confines of a turboshaft. Nevertheless, Spock determines that their situation requires such an action, and he activates the boosters, propelling the Starfleet officers upward at an unprecedented rate. Fortunately, Spock succeeds in stopping their rate of ascent before they reach the top – albeit one level above that which they require.

## BELT UP

### Dial 'on' for propulsion

One of the most important systems required in the operation of levitation boots takes the form of a belt worn around the waist of the operator. This is comprised of a wide white waistband, in the center of which is located a large circular dial. The belt is used to control the rate of acceleration which the boots undertake in normal operation, although it also features a control to engage the boosters – an unwise procedure unless precise calculations regarding the speed of ascent, and weight of the operator are taken into consideration.

Due to the important nature of the dial's operation, it is usual for an operator to keep one hand poised on the control during all levitation boot activities.



▲ **Spock can clearly be seen to wear the control belt that activates the levitation boots during his vacation to Yosemite National Park in 2289. The belt is somewhat at odds with Spock's own leisure wear, but is a necessary accessory.**

▼ **Spock's activation of the levitation boots within turboshaft 3 propels the Starfleet officers upward at an unprecedented rate. Only his prudent use of the boots' brakes prevents them from striking the top of the shaft.**



▲ **Spock grasps hold of Captain Kirk moments before the legendary officer becomes the victim of a terrifying drop from the dizzying heights of El Capitan. Only Spock's expert control of the levitation boots allows him to save his close friend and commanding officer from death's jaws.**







# 'Lineage'

Lt. B'Elanna Torres's joy at learning that she is pregnant is soon soured as she reminisces on her own difficult childhood, her strained relationship with her human father, and her difficult attempt to reconcile with the Klingon-side of her mixed heritage.

## 'LINEAGE'

"Maybe that's what pregnancy's for – time to let reality sink in ... before your life spins out of control."

– Harry Kim to Tom Paris

When Lt. B'Elanna Torres stumbles in a weakened condition while on duty, a routine medical scan reveals that she is pregnant. Further diagnostic tests in sickbay reveal the pregnancy to be seven weeks underway. The usual gestation term for Klingon females is 30 weeks, which may be reduced due to the father being the human Lt. Tom Paris. Both prospective parents are extremely pleased to have beaten the large odds against a human and Klingon couple conceiving a child.

Tom and B'Elanna wish to keep the pregnancy a secret, but this is impossible aboard the **U.S.S. Voyager NCC-74656**. Neelix states that he would like to be the child's godfather, and when offered a reduction in her duties during her pregnancy B'Elanna replies that she intends to maintain her schedule as much as possible.

## Shipwide elation

Despite the outpouring of goodwill, Tom and B'Elanna express concerns to each other about how their pregnancy is somehow public property, with crew members dispensing a wealth of unsolicited advice. B'Elanna is more vocal about her disquiet.

After conducting tests the Doctor is able to create a holographic projection indicating after 10 months how the child will have a pronounced curvature of the spine. The situation is common in Klingon females, and was experienced by both B'Elanna and her mother. The projection also indicates that the fetus is female, when B'Elanna would have preferred not to know the sex until birth. Once they know the gender, however, Tom asks to view the hologram, and is entranced by the result. B'Elanna notices the child's forehead ridges, and the Doctor explains that Klingon characteristics can survive generations of inter-species breeding.

B'Elanna is disturbed by the thought of her child bearing distinctive Klingon features, and recalls her feelings of persecution based on looking different. In particular she remembers an incident hiking with her human cousins during a camping trip. She creates a holographic file modifying her child genetically to remove all characteristics of Klingon biology, and presents it to the EMH, requesting that he genetically modify the fetus accordingly.

## ON SCREEN...



**1** While talking in sickbay with Seven of Nine and Icheb, Lt. B'Elanna Torres feels unwell. Icheb detects the presence of another life form within her body.



**2** B'Elanna is taken to sickbay where the Doctor confirms – much to her surprise – that she is pregnant. Her pregnancy has already progressed seven weeks.



**3** News of the pregnancy travels quickly through the U.S.S. VOYAGER NCC-74656, and the prospective parents are soon besieged by offers of help and advice.



**4** After conducting a series of tests on the fetus, the Doctor concludes that the child will suffer from curvature of the spine. He is, however, able to cure the problem.



**5** The Doctor creates a holographic representation of B'Elanna's baby aged 10 months. Tom is besotted, but his wife is concerned at the child's Klingon features.



**6** The Doctor is horrified when B'Elanna suggests that he carry out a series of genetic procedures to reduce the Klingon elements in her child.







## 'Lineage'

The Doctor is appalled at the suggestion, as is Tom when B'Elanna consults him. She claims the modifications concern health issues, but Tom cuts to the core of the issue, recognizing that it deals with her youthful experiences. He remains unconvinced by her argument that to be different is to be isolated. The Doctor remains dubious about the genetic resequencing, and Tom is against it, so he refuses B'Elanna's wishes. **Captain Kathryn Janeway** also refuses to over-rule his decision. The disagreement drives a wedge between Tom and B'Elanna.

B'Elanna remembers her childhood camping trip again, in particular her consternation at her Klingon features. She dismissed her father's efforts to explain childhood teasing as natural, not just a product of her heritage. She later overheard him talking with his brother, explaining his misgivings about the aggression that stems from the Klingon genes within her. He also cited marital problems that he considered prompted by the Klingon character.

### Surprise announcement

The Doctor summons Tom and B'Elanna, saying that he has studied her data, and she is, after all, correct. He predicts that the Klingon elements within the fetus could lead to major health complications, and at worst a complete metabolic breakdown. As such, he has scheduled a genetic resequencing procedure for the following morning.

Tom is shocked, and accepts the Doctor's offer to review his data. He is confused by the information, understandably so when an error is discovered. This is due to tampering with the Doctor's program, and Tom realizes that B'Elanna is responsible. She has further brought forward her treatment, blocked all communications to sickbay, and access to the Doctor's program.

With **Lt. Commander Tuvok's** help Tom is able to enter sickbay, halt the procedure, and convinces the Doctor to deactivate until his program can be restored correctly. Tom and B'Elanna begin to argue, and in the heat of the moment she refers to her father, and reveals that her relationship with him had deteriorated as she grew. The camping trip concluded with her in a fit of temper shouting that if living with two Klingons was too much for her father he should leave. He did, and never returned.

Part of B'Elanna blames herself for this, and her concern has expanded the scenario into a belief that Tom will act in a similar fashion if living with two Klingon women. She believes the odds of their relationship surviving would be increased should the child be fully human. Tom states he is not the

same as her father, nor is she the same as her mother, and there is no inevitability about the sequence of events repeating.

B'Elanna apologizes to the Doctor for violating his program, and their reconciliation is cemented when he accepts her request that he be the child's godfather.

### ON SCREEN...



**7** B'Elanna's attempts to convince the Doctor to alter her baby's genetic coding causes a rift to appear between her and Tom.



**8** Captain Kathryn Janeway rules that B'Elanna should not determine the course of her child's development, much to the lieutenant's chagrin.



**9** The Doctor suddenly announces that he will, in fact, undertake the procedure to alter the fetus's genetic code. Tom is dismayed by this turn of events.



**10** Tom takes time to examine the Doctor's data in an effort to stop the unnecessary procedure. He becomes increasingly concerned as he finds flaws.



**11** Lt. Commander Tuvok assists Tom in breaking into sickbay. B'Elanna has reprogrammed the Doctor to force him to resequence her child's DNA.



**12** B'Elanna reconciles herself to how her daughter will appear. She apologizes for manipulating the Doctor by asking him to be the baby's godfather.

### STARSHIP FACTS

- Lt. Commander Tuvok** describes children as being "disturbingly illogical, yet profoundly fulfilling."
- Crewman Chell** informs Tom Paris that Bolians believe that if you give birth near a warp core it improves the baby's disposition.
- Name suggestions for the baby include Floxia from Neelix, and Taya, which translates as the feminine form of Chakotay.